

THE COMMAND POST



Issue # 197

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GAME NEWS

Arena #381 [2003 Championship]: Turn #9 saw relatively low scoring along with the game's first casualty. This unfortunate honor was bestowed on Cadet Hip Hoppin Jeffery who was forced to eject from his badly damaged Raptor (VR=1.97, DR=3.52! with two torsos destroyed). Currently we have three of the remaining nine Bots close to destruction which includes one of the top three scorers. If he/she doesn't make it all but one of the survivors has a chance for a top scoring honor.

Turn # 7: Lowest: 0.92 Average: 1.65 Best: 2.77

Turn # 8: Lowest: 0.98 Average: 1.91 Best: 2.87

Turn # 9: Lowest: 1.08 Average: 2.09 Best: 3.15

Arena #382 [Fast 4-Sided]: This is a Fast 4-Sided contest with the standard three Bots per team and sees the return of many long time veteran teams. Side #1 weighs in at 190 tons and is fielded by SHADOW WARRIORS. Side #2 is the heaviest of the four teams and is fielded by LION'S MAW. Side #3 is fielded by B'HOOD OF THUNDER and weighs in at 210 tons. Side #4 is the lightest of the four teams and sees the triumphant return of the INTIMIDATORS after a very long hiatus. The Arena contains a dense mix of terrain features with a lot of blocking terrain which should favor skillful maneuvering and medium range attacks. With clear weather and a roster of veteran Pilots we can look forward to a well fought match.

Arena #383 [Fast 4x4]: This is the long anticipated Fast Paced 4x4. A 4x4 contest is a 4-Sided game with four Bots per team rather than the usual three Bots per team. This seemingly small change has a BIG effect on tactics and makes a 4x4 a fun and unique experience. Side #1 is the lightest team at 210 tons and sees the return of the DARK WING DWAK squad of team DWAK. Side #2 ties for the heaviest team at 280 tons and is fielded by the LEGION OF WAR. Side #3 is fielded by the SISTERS OF SILICON and also weighs in at 280 tons. Side #4 sees the return of the BOT BUSTERS squad of the KZINTI FITHP and weighs in at 240 tons. The Arena contains an interesting mix of features that presents a number of challenging tactical options. The perfect setting for combat!

Coming Up: We are now taking applications for Arena #384 and are close to starting a new Standard Paced 4-Sided contest and THREE new 2-Sided contests including one specifically for small groups and individuals.

HALL OF FAME

Pilot Ratings do not include the results of Face-to-Face games. Ratings are only for those Pilots who have completed games and do not include games in progress. Kills, however, do include games in progress.

Senior Ranking Pilots

General Dutchman
General Madmartigan
General Anthony Stark
General Cutthroat Collins
General Bolo
General Bastlor Grumock
General Riva Irongrip
General Mordius
General Lunatik
General Helen Narena
General Slime Sledge Hammer
General Rugal Ratslayer
General Solo McIntres
General Whispering Death
General Blood Shredder
General H.A.L. Mayne
General I.B. Tryon
General Angus McNarley
General Frontal Robotomy
General Richard Shadowhand
General Kael

Top Light Bot Ratings

Lt. Colonel Wan Tyn Sol Jr. — 8.30!
Major General Slanter Jax — 7.92
General Madmartigan — 7.82

Top Medium Bot Ratings

Lieutenant Findem And Fryem — 6.99
Lieutenant Bili the Axe — 6.89
General Slime Sledge Hammer — 6.37

Top Heavy Bot Ratings

Captain Mack Ross — 5.60
Captain Achilles — 5.21
Major Embo Slamboa — 5.01

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Top Light Bot Pilots (3+ Game Average)
Major Odysseus — 6.07
Lieutenant Bad Karma — 5.67
Colonel Larry Underwood — 5.40

Top Medium Bot Pilots (3+ Game Average)
Lieutenant Bili the Axe — 4.74
Major General Hawkeye — 4.34
General I.B. Tryon — 3.64

Top Heavy Bot Pilots (3+ Game Average)
Captain Hagen — 3.65
Lt. Colonel Augustus — 3.57
General Blood Shredder — 3.43

Pilots With The Most Individual Victories
General Solo McIntres — 7

Pilots With The Most Team Victories
General Anthony Stark — 16

Pilots With The Most Bot Kills
* Captain Grim Reaper — 7

Pilot With The Most CP Kills
General Blood Shredder — 10

Top 2-Sided Team Ratings
A#363 Side #2 (un-named) — 3.22!
A#378 Side #2 (Dynachrome Brigade) — 3.02
A#326 Side #2 (un-named) — 2.89
A#186 Side #2 (Centurions) — 2.87
* A#379 Side #2 (Legion Of War) — 2.85
A#327 Side #1 (Kzinti Fithp) — 2.83
A#294 Side #2 (4th Praetorian Guard) — 2.83
A#209 Side #2 (Black Company) — 2.83
A#346 Side #2 (Frag' Den Henker) — 2.82
A#114 Side #2 (Mechastorm) — 2.82
A#348 Side #1 (Lensmen) — 2.77
A#355 Side #1 (Frag' Den Henker) — 2.76

Top 4-Sided Team Ratings
A#359 Side #3 (Bot Busters) — 5.11
A#377 Side #4 (un-named) — 5.10
A#302 Side #2 (B'Hood of Thunder) — 5.07
A#339 Side #3 (Intrepid Enterprises) — 4.48
A#366 Side #3 (Bot Busters) — 4.38
A#249 Side #4 (Intrepid Enterprises) — 4.40
A#263 Side #2 (Intrepid Enterprises) — 4.34
A#317 Side #3 (B'Hood of Thunder) — 4.28
A#319 Side #3 (Legion of War) — 4.22
A#161 Side #4 (un-named) — 4.21
A#375 Side #4 (Legion Of War) — 4.16
A#310 Side #2 (Assass./Intrepid Ent) — 4.12

Top 2x4 Team Ratings
A#376 Side #2 (Kzinti Fithp/The Line) — 3.31
A#368 Side #1 (Legion of War) — 3.01
A#333 Side #1 (Berserkers) — 2.96

BULLETIN BOARD

Player Notice Arena #381

To: Rambot PN321
From: Otto Schimidtlapp PN432

For three turns I watched you, and you only, pound on Bot 7, during which time he went up two full levels in damage. If you do the math as I did, that meant you had gained about double his tons in points, which, by my reckoning, put you close to second place, but certainly above me in the ratings.

In this contest, anybody above me in the ratings is a better target than someone below me, as poor Bot 4 assuredly is. I was not coming to save Bot 7, but to try to come along side you. From my point of view you hadn't moved in two turns, and if you had not moved on Turn 8 I would have been right beside you. At any rate, my final facing reflected my intended target, and it wasn't Bot 7.

I'm not apologizing for my move to you or anybody else. Ask Bot 7 if he thinks I was coming to be his rescuer! All in all, I'd have to say that you are the one lacking understanding about how to play in a TOURNAMENT and frankly, we would all probably be happier if you just stuck to your precious COD and left CTF to those who appreciate it. At the very least we'd all probably enjoy the respite from your annual whining, and I'm sure we'd find a way to struggle on valiantly without you.

SPECIAL ANNOUNCEMENT

We are rapidly approaching Issue #200 of the Command Post. Clearly an important milestone and certainly worth celebrating. So.... what can we do? Since it has been 200 issues, how about some reflections/reminiscences about your favorite CTF moments? Perhaps your most glorious victory or ignominious defeat. Or maybe your most comical mistake or your most treasured ally. Write up a Player Notice and send it in!

How about a contest for the best strategy article? Say \$20 in game credits for the best article on how to get ahead and kick Bot in CTF.

Of course we don't expect you guys to do all the work, we will include some special material as well. How about an expanded Pilot Rankings? Or perhaps a new Bot, internal system or weapon?

So let's all work together and see if we can make issue #200 the best ever!

Note: All materials intended for Issue #200 should be clearly labeled as such otherwise you just don't know when it will appear.